

Texas State Intramural Sports Participant's Handbook



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A. Eligibility Requirements and General Participation Guidelines

The following groups are eligible for participation in Texas State Intramural Sports:

- All currently enrolled students (minimum of one credit hour) at Texas State University.
- A current Texas State Student ID card must be presented to be eligible to participate in all Intramural Programs.
- Faculty and staff currently employed with Texas State University.
- An individual must have competed in at least two regular season games to be eligible for playoff competition. Eligibility of the player depends on his or her name and Texas State ID number being legible and printed neatly on the scorecard in order to count towards the two game minimum.
- All varsity athletes, including red shirt athletes, are ineligible to participate in their respective sport for a period of one calendar year since their last game/match.
- Individuals may participate on one team of his/her gender and one co-rec team per sport. Example - Men's A team and a Co-rec team.
- Only two sport club members per team, in their related sport may participate.
- It is the responsibility of all participants to know and abide by the rules and regulations of the Intramural Sports Program.

B. Team Captain Responsibilities

Intramural team sports must have a team captain who will act as the official liaison between the team and the Intramural Office. It is the team captain's responsibility to turn in his/her team's entry fee at the specified time, check the eligibility of his/her players and keep his/her team informed on rules, policies, and regulations governing each sport. Additional captain's duties are to:

- Attend any Captain's meetings and respond to the Captains' Information section located on the Intramural web site in a timely manner.
- Be familiar with all Intramural Sports rules and regulations.
- Keep the team members informed of all team events and rules.
- See that his/her team plays by the rules of the game and conduct themselves properly.
- Provide payment of any forfeit fees.

C. Eligibility for Competition in Special Divisions

Men's Division	All team members must be male
Women's Division	All team members must be female
Co-Rec Division	Team rosters must consist of both male and female participants
Fraternity/Sorority	Only active student members and pledges of a national fraternity or sorority recognized by the Interfraternity Council, PanHellenic Council, National-PanHellenic Council, and the Multicultural Greek Council as determined by the Student Organizations under Student Affairs. (No faculty/staff members allowed)
Residence Hall Division	Consist of teams organized from the students, faculty, and staff that reside in the university residence halls.

A. Registration Procedures

All registration for Intramural Sports takes place on Fusion IM via Campus Recreation website. You must be a currently enrolled Texas State student or currently employed Texas State Faculty or Staff to access Fusion IM. Scores, schedules, and team rosters are made available via Fusion IM. Payments can be made on Fusion IM under the respective teams as you register for Intramural Sports events. Check, cash, and most credit cards are acceptable forms of payment.

B. Rosters

- All players on rosters must be eligible to participate in Intramural sports (see eligibility section).
- Team sport rosters can have a maximum of 16 players
- All rosters become **final at 2:00pm the day of your respective game**. You may add or remove players the day after your game has concluded
- You can continually throughout the season. However, an individual will not be allowed to participate in playoffs if they have not played at least two (2) regular season games with the respective team
- Teams CANNOT add players to rosters at the game site. Players who are not on the active rosters will not be allowed to participate in the game

C. League Structure

Intramural sports normally run during the following times:

Sunday - Thursday: 5:00pm – 12:00am

These times are subject to change. Intramural Sports reserves the right, due to facility or time constraints, to reduce the number of teams involved in post-season play or change the format of the tournament. Additionally, games may be played earlier or later to help accommodate large numbers of teams. Special weekend tournaments would not fall under this category.

League Sports

1. All leagues will consist of six team round robin leagues playing in a maximum 5 week regular season. Leagues are offered for Flag Football, Volleyball, Dodgeball, Basketball, Outdoor Soccer, Indoor Soccer and Softball.
2. Teams will generally play once a week, at the same time for the regular season (Exceptions are sometime made to accommodate holidays and certain events).
3. The top two teams from each league, with a sportsmanship grade of no less than 2.75 and no forfeited games, are taken to a single elimination playoff after the regular season.
4. Games during the regular season can go to overtime periods in case of a tie.
5. The format for individual and dual sports is a single or double-elimination tournament, depending on the number of entries.

Eligibility for Playoffs

1. Teams must finish in the top two in their league.
2. Teams must have no more than two (2) forfeits in the regular season.
3. Teams may have 1 (one) default during the regular season.
4. Captain/Team Representative must be present at the Playoff Captain's Meeting.
5. Playoff schedules will not coincide with regular season schedules
6. Reschedules will only be made due to weather.

7. Teams must have an average sportsmanship grade of 2.75 or higher on a 4.0 scale to make playoffs.

Leagues and playoffs will be offered in the following divisions:

1. Men's A (Competitive)
2. Men's B (Recreational)
3. Women's A (Competitive)
4. Women's B (Recreational)
5. Fraternity
6. Sorority
7. Residence Hall
8. Co-Rec (men and women on the same team)

All division champions will win an Intramural Champion T-Shirt (for players only) and will have their team picture taken after the championship game to be placed on the IM web site.

Format for playoffs

1. All teams must have open availability for playoffs. You will not play on your regularly scheduled season night, as this is impossible with numbers of teams, varying availabilities, facility space and time. Teams must be able to play on any night and time. Games will only be rescheduled due to inclement weather. It is suggested you ensure your team has plenty of players on the roster to avoid forfeits.
2. Playoffs will be seeded. It will be ranked in the following manner: Overall record (head to head), points given up, sportsmanship. If ties exist, it will go to point differential, points scored and then a coin flip.

All University Championships

Champions in multiple gender based divisions will compete for the All-University Championship. Divisions will be broken down as follows:

- Men's:
 - Fraternity vs. Residence Hall
 - Winners to face off in All-University Championship Game vs. Men's A
- Women's:
 - Women's vs. Sorority
- Co-Rec:
 - The playoffs for Co-Rec will serve as the All-University Championship.

*if there is not a champion in a certain division, the Graduate Assistants and Assistant Director will determine the match ups.

D. Schedules

Team schedules and playoff schedule will be available on Campus Recreation website via Fusion IM.

Section 3

A. Team Sportsmanship Rating

Texas State Campus Recreation's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.

- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in a “A”.
- Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
- Any player that is ejected for any reason must come in to speak to the Graduate Assistants of Intramural Sports before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Graduate Assistants. ***All ejections will warrant a minimum 1 game suspension!***
- The Intramural staff reserves the right to end any intramural contest at any point.

B. Sportsmanship Grading Criteria

4.0 “A” - Good Conduct and Sportsmanship

Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.

3.0 “B” - Average Conduct and Sportsmanship

Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

2.0 “C” - Below Average Conduct and Sportsmanship

Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

1.0 “D” - Poor Conduct and Sportsmanship

Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

0.0 “F” - Unacceptable Conduct and Sportsmanship

Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

C. Discipline and Illegal/Ineligible Player Consequences

The development of sportsmanship is one of the major goals of the Texas State Intramural Program. The success of the Intramural program depends upon the cooperation of competitors in following the rules of the game. Competitors who cannot demonstrate such cooperation jeopardize not only their eligibility, but also the eligibility of their team in current and future events. Misconduct of any sort will NOT be tolerated. Any participant who is ejected for any reason from an activity must meet with the Intramural Director and the Graduate Assistant, before their next game. They will not be able to participate until doing so. This behavior can lead to a suspension from participation, pending the severity of the situation. The team captain will be responsible for all of his/her players and spectators. In the event that a suspended player does play, the entire team will forfeit that contest and may be suspended from further play. Ejections can also lead to a reduction in the overall team sportsmanship grade. Some examples of misconduct are as follows:

- **Disrespect toward Staff and Officials:** Any individual addressing a staff member or an official in an unsportsmanlike or discourteous manner may immediately be disqualified and ejected from the game/event.
- **Disorderly Conduct:** Team members, captains, spectators, coaches or entire teams may be asked to leave the Intramural Sports complex if they are displaying unsportsmanlike or disruptive behavior.
- Example: the use of foul language will NOT be tolerated. Team captains and individuals will be warned prior to taking action, except in extreme cases, such as teams running on the field or teams running to opposing side lines, etc.
- **Shoving or Striking a Staff Member or Official:** This shall result in suspension from all Campus Recreation activities for the remainder of the academic year. This also includes an attempt to strike, even though there may not be contact.
- **Becoming involved in a Fight:** If the instigator (s) can be identified, they will be suspended from further participation in intramurals for a year. **“He/She hit me first”** or **“I was just defending myself”** are **NOT** acceptable excuses. Any team which is involved in a “team fight” (most or all the team members present or fans) will be suspended from all intramural competition for a year. Members that are not present will not be suspended.

If a player is ejected from the game for any reason:

Ejected Player consequences:

- Team will be automatically deducted to a “D” rating
- Ejected player must leave playing area (out of sight and sound).
- Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Graduate Assistants of Intramural Sports, or have been officially reinstated.
- Must contact the IM Office to set up a meeting with the Graduate Assistants to determine what action should be taken.
- It is the responsibility of the ejected player to schedule the reinstatement meeting.
- Ejected player is ineligible until meeting has taken place.
- Ejected player will face a *minimum* one (1) game suspension from all Intramural activities.
- If necessary, ejected player might be suspended indefinitely from Intramural Sports and Campus Recreation participation.
- If the ejected player does not think the Graduate Assistants of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Assistant Director of Campus Recreation. Appeals must be made within 48 business hours of the Graduate Assistants of Intramural Sports disciplinary decision.
- If the ejected player fails to set up a meeting, the team’s roster will be suspended until the ejected player does so.

- If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
- The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or Texas State.

If a player is found to have played on two teams:

Consequences for Playing on Two (2) Teams:

- Player will be permitted to play on the first team he/she signed in and played for.
- Both teams will be notified of the player violation.
- The second team the player participated with will be deducted one (1) sportsmanship letter grade.
- Player will receive a *minimum* of one (1) game suspension.

In case of an illegal player found participating on a team:

Illegal Player Consequences

- Team in violation will receive a loss, and opposing team will receive an automatic win.
- Both teams will be notified of illegal player violation.
- Illegal player is not permitted to play any Intramural sports or activities.

Faculty/Staff:

- Must have a Campus Recreation membership in order to participate in Intramural Sports.
- Faculty/Staff must also present their Texas State ID at each game.
- Teams found in violation will be deducted one (1) sportsmanship letter grade for each violation.

More on ineligible players

- If a team plays an ineligible player, the game will result in the offending team being dealt a loss and a 2.0 “C” in sportsmanship for the first offense. A second offense by the same team will result in being eliminated from the league. In the case of ineligible player participation, a protest may be filed at any time. It has to be filed within 72-hours of the contest.
- The Campus Recreation Staff may forfeit a game in the case of an ineligible player, without the opposing team filing an official protest at any time.
- If a game has not started and a team is notified that they are about to play with an ineligible player, the game may be played with the player in question who has checked-in being removed.
- The team will receive a minimum one letter grade deduction from their sportsmanship grade only if the player is found to have been ineligible and that player does **not** play.
- If team refuses to play without the player in question, the game will be forfeited.
- Ineligible players include: individuals playing under an assumed name, playing without a Texas State ID card, playing with someone else’s Texas State ID card, allowing someone else to use your Texas State ID card, individuals playing on two or more teams within same league and those who do not meet eligibility requirements stated in Section 1.

Section 4

A. Forfeit Policy

- If a team forfeits in regular season once, they must pay the forfeit fee of \$20
- If a team forfeits more than twice, they will be dropped from play.
- Teams will be contact after a second forfeit to verify they are dropping from play.
- After a team is dropped, the season will be rescheduled for the remaining teams

- If a team or player fails to report to the scheduled place by game time, the supervisor will declare the game a forfeit.
- If both teams fail to report, the game will be scored as a double forfeit.
- In order to receive a win by forfeit, the team must have at least the minimum number in the lineup present and ready to play at game time.
- A team will be charged with a forfeit if an ineligible player is found to have checked-in to play or participated in an official contest.
- If a team or teams playing engage in a fight, one or both teams will be forfeited and may be removed from the league. Decisions on whether or not a fight took place will be made by the IM Staff in charge. Their decision will be final.
- Team captains are able to contact the Intramural Office prior to 4:00pm to default without penalty

B. Protests

A protest concerning eligibility of a player or rule interpretation can be made. Judgment calls by an official may not be protested. The protest can be made by any member of the team and also must be made at the time of the questioned play. All players' eligibility must be protested before the start of the game (**not at the end, when the outcome has been determined**).

- The team must call a timeout, and then make the formal protest to the Intramural supervisor.
- The supervisor will complete the report and submit the information to the Intramural Graduate Assistant(s).
- The Graduate Assistant(s), in conjunction with the Intramural Director will finish the investigation and determine the outcome.

C. Field Regulations

- There is absolutely **NO ALCOHOL, NO DRUGS** and **NO TOBACCO** use at the Intramural fields. All teams/individuals that appear to be under the influence of such substances will be asked to leave the premises and may be banned from further participation.
- **NO DOGS** allowed out at the fields.
- The Intramural supervisors have the authority to ask anyone in violation of these rules to leave the complex. They can also contact the University Police Department.
- Teams may warm-up before their games in designated areas. The Intramural supervisor may ask teams/individuals to refrain from warming-up if disturbance to the on-going game occurs. There is absolutely **NO batting or infield practice before softball games**.

D. Inclement Weather Policy

Decisions concerning the postponement of games due to inclement weather or field conditions will be made on the day of the scheduled activity. Participants are advised to call the rain out hot line (245-3940) after 3:30 pm on the day of the event.

Rainouts and Cancellations

Regular Season

- Regular season games that are canceled due to weather or university closings will be rescheduled based on facility availability.

Playoff Games

- All playoff games will be rescheduled if games are postponed due to weather or university closings.

E. Injuries and Insurance

All participants engaging in Intramural Sports play at their own risks. Participants are encouraged to obtain adequate health and accident insurance, prior to participating in Intramural activities. The Intramural Sports supervisor on duty can administer minor first aid. For more serious injuries, the University Police Department and EMS will be notified. A report of the injury/accident will be noted, along with a follow up call.

F. Concussion Protocol

Safety of our participants in any Intramural Sports activity is a priority. If any participant is suspected of having suffered a possible head injury or concussion, the following precautions will be taken.

- If an Intramural Sports participant is hit in his/her head, an Intramural Sports Supervisor will monitor the individual, and UPD & EMS will be notified.
- If an Intramural Sports participant shows any signs of a concussion, the individual will be removed immediately from the contest and unable to return, and UPD & EMS will be notified.
- A participant removed from a contest due to signs of concussion will not be allowed to re-enter the contest or participate in another contest until he/she has been evaluated by a licensed health care provider, and is given written clearance to resume activity.
- The participant must provide written clearance from a licensed health care provider to resume activity.